PlayStation

NTSC U/C

PlayStation®

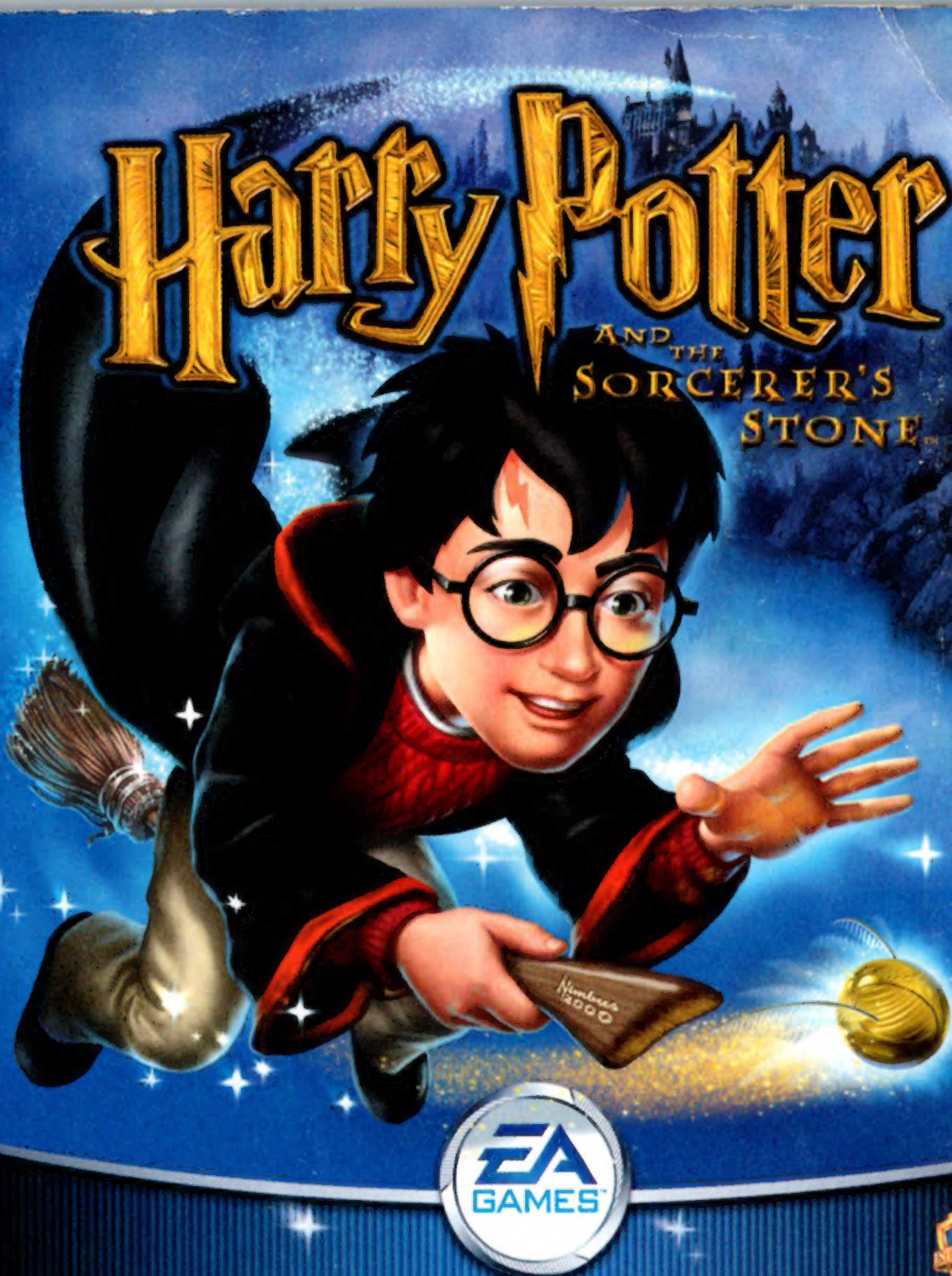
EVERYONE

CONTENT RATED BY ESRB

SLUS-01415

Harry Potter

AND THE SORCERER'S STONE™



EA GAMES™

WB INTERACTIVE ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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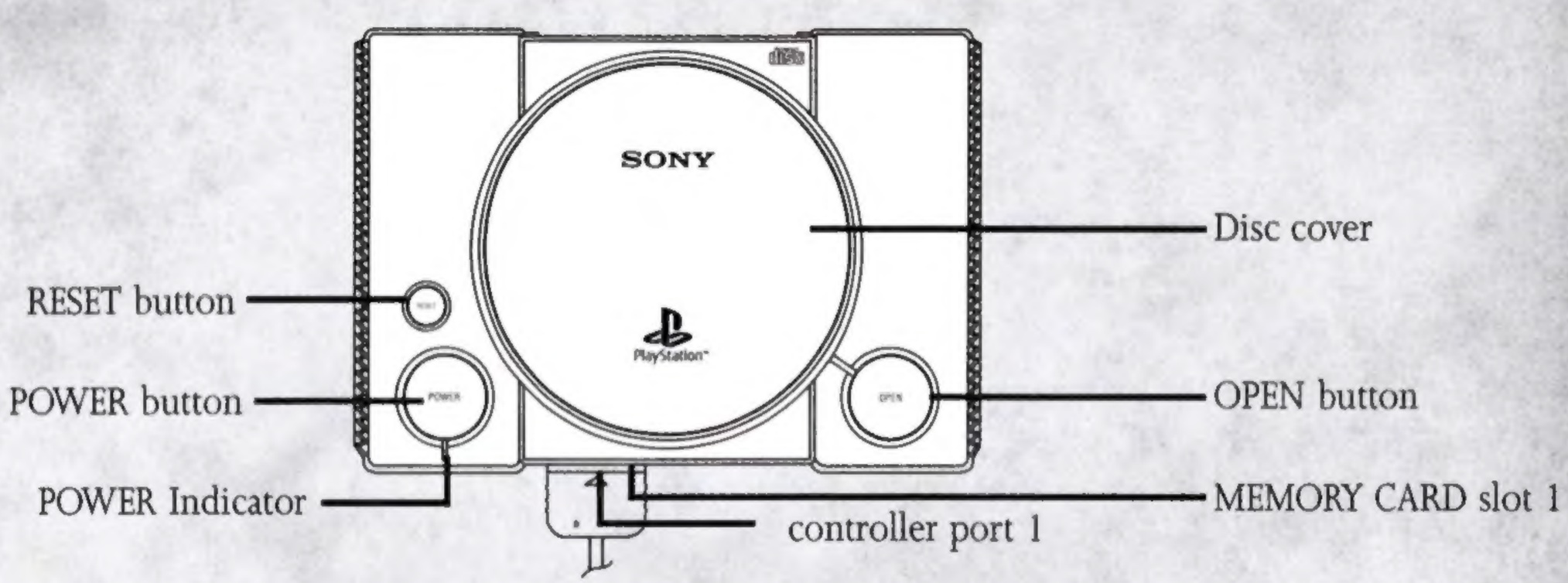
Starting the Game



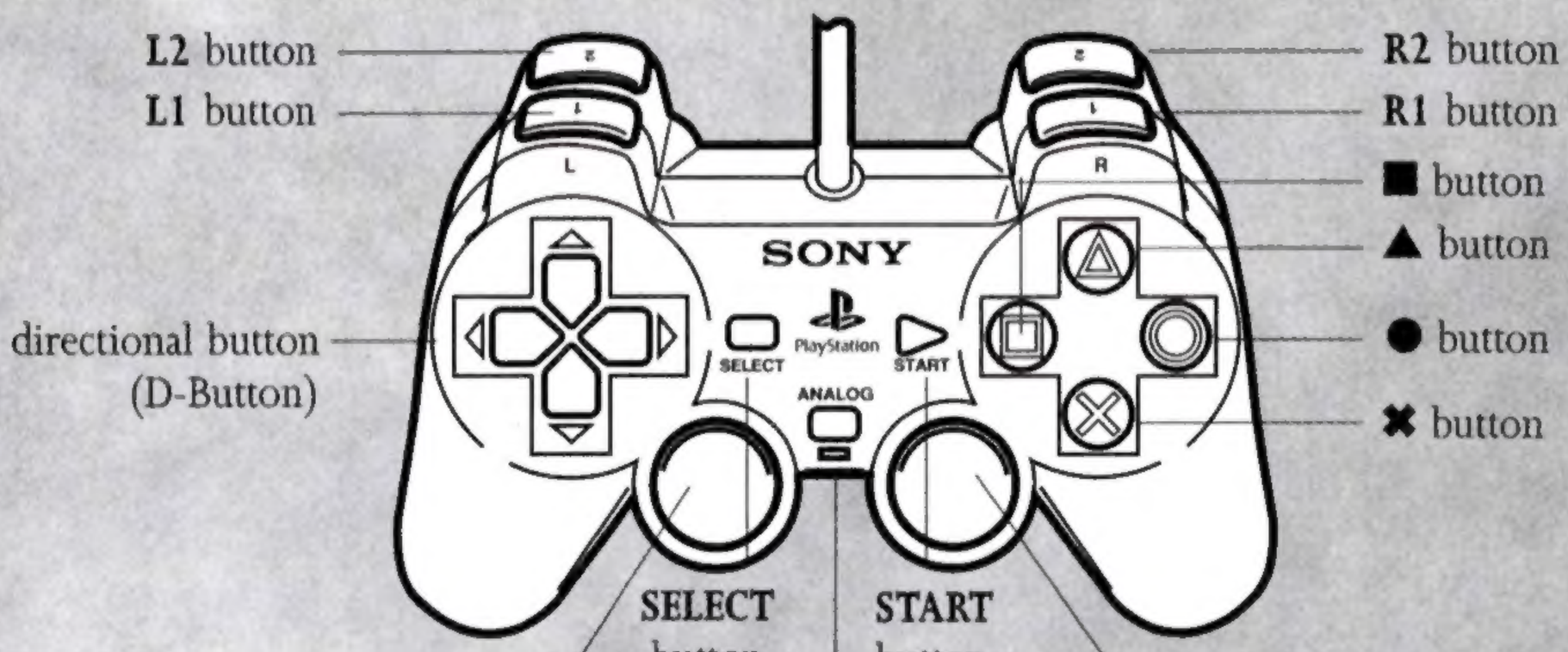
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Harry Potter and the Sorcerer's Stone*™ disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console. The EA GAMES™ and other introductory screens appear, followed by the Language Select screen.

NOTE: When using the Multitap, at least one controller must be connected to controller port 1-A.

4. Press the directional button to highlight your chosen language, and then press the ✖ button. The Main Menu screen appears (see p. 8).

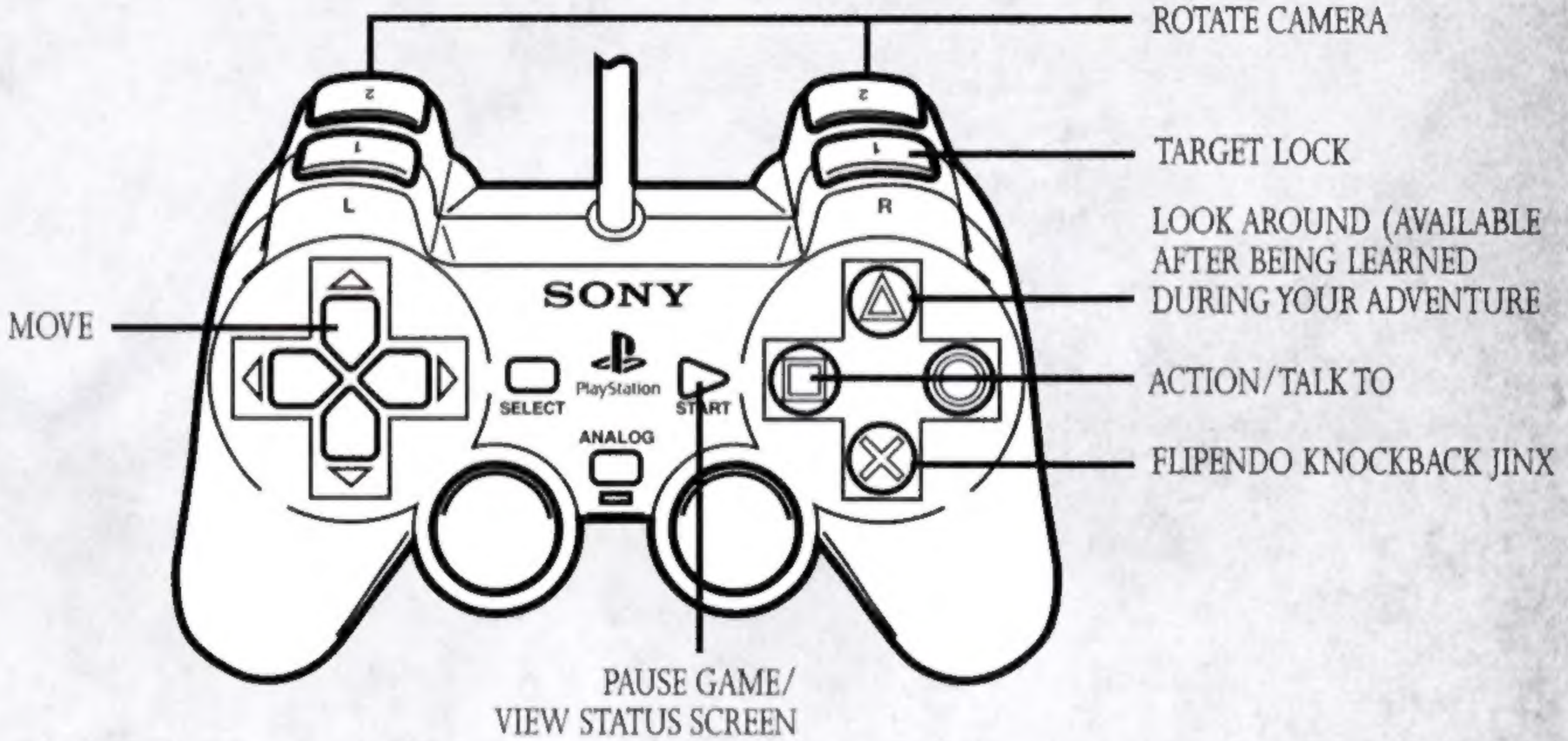
Command Reference

DUALSHOCK® ANALOG CONTROLLER.



Gameplay Controls

General Gameplay Controls



Menu Controls

Highlight menu items	D-Button or left analog stick ↕
Cycle choices/Move sliders	D-Button or left analog stick ↔
Select/Go to next screen	✖ Button
Return to previous screen	▲ Button

Quidditch™

Quidditch is an exciting sport and it also teaches players invaluable broom-handling skills that may be handy away from the pitch.

Accelerate	✖ Button
Fly	D-Button or left analog stick
Catch the Snitch (when the Catch screen appears)	✖ button

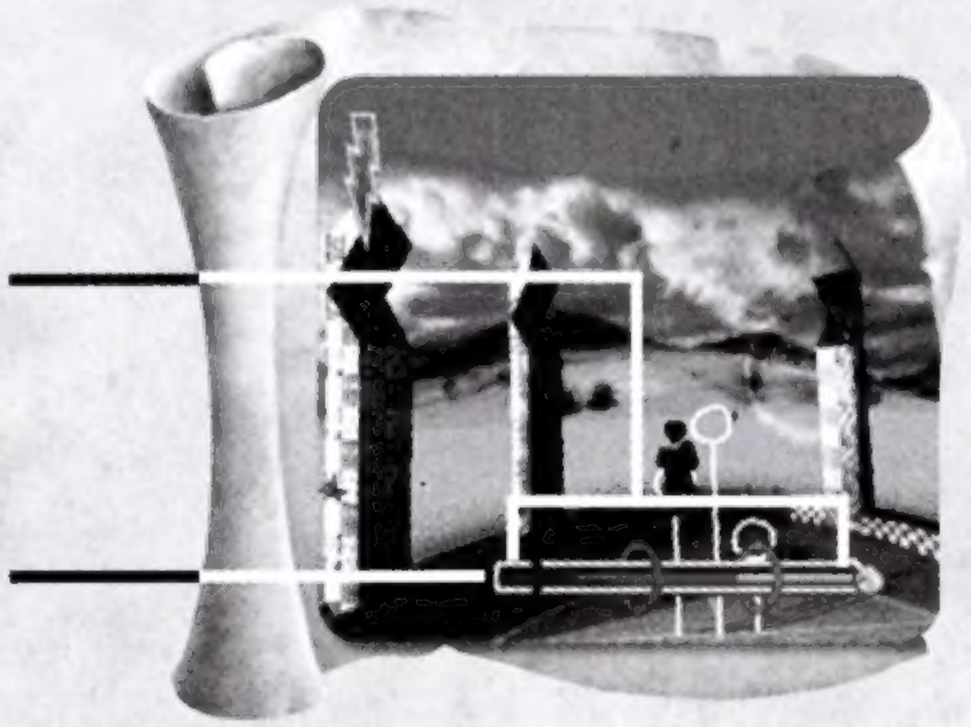
- ✦ For advanced users, the D-button or left stick UP/DOWN control can be reversed by selecting REVERSE Broomstick Control in the Option menu (see p. 8)
- ✦ Once Harry has joined the Gryffindor™ Quidditch team, you can take part in the Quidditch Cup from the Main Menu. This will pit you against progressively harder teams as you progress through the competition.
- ✦ Before you can ride your broomstick, you must complete the Broomstick Tutorial.

Chasing and Catching

The aim of Quidditch is to catch the Golden Snitch™. First, follow the Snitch in the Chase screen.

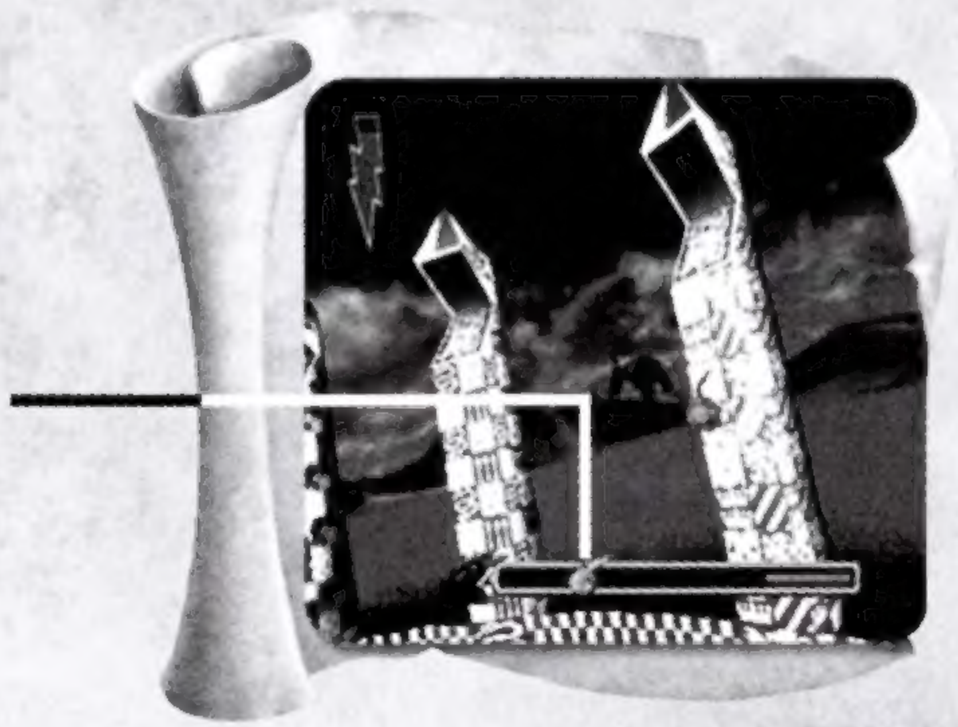
CHASE SCREEN

Follow the Snitch through the colored hoops. Avoid the Bludgers.


THE BAR IS BLUE BEFORE AN OPPOSING SEEKER APPEARS. IT'S RED WHEN YOU'RE DUELING WITH A SEEKER, AND IT'S GOLD DURING THE FINAL CHASE
IF THE BAR RUNS DOWN AT ANY TIME, YOU MUST START THAT PHASE AGAIN

CATCH SCREEN

When you're within arm's length of the Snitch, the Catch screen appears.



Introduction

Welcome to Hogwarts™ School of Witchcraft and Wizardry, where a world of magic and adventure awaits you. In the role of Harry Potter™, casting spells and exploring this magical new realm, you'll see right away that this is a far cry from the humdrum existence to which you've become accustomed.

With friends to be made and an enormous, magical world to be explored, you'll need all your wits about you if you're to succeed at Hogwarts. Be sure to keep your eyes open for all manner of useful items, including a large collection of Famous Witches and Wizards cards™. Collect items and learn your spells and you'll soon be on your way toward completing your challenging quest.

There will be help on hand from the likes of Hagrid, Hermione, and Dumbledore. And you're going to need it if you're to triumph over all sorts of adversaries, from Draco Malfoy™ and his henchmen Crabbe and Goyle to unimaginable magical creatures bent on stopping you at all cost. Get by them all and perhaps you'll be ready to take on 'You-Know-Who'!

FOR MORE INFORMATION about the Warner Bros. film, *Harry Potter and the Sorcerer's Stone*, go to www.harrypotter.com.

And for more info about this and other EA GAMES™ titles, go to **www.eagames.com**.

Setting Up the Game

NOTE: Default options are listed in bold in this manual.

Main Menu

BEGIN YOUR ADVENTURE, CONTINUE A SAVED GAME, OR ERASE A SAVED ADVENTURE AND START A NEW GAME

ADJUST GAMEPLAY OPTIONS

NOTE: BONUS QUIDDITCH MATCHES BECOME AVAILABLE ONLY AFTER YOU HAVE UNLOCKED THE FEATURE IN THE GAME

Options Screen

VIBRATION: Switch Controller Vibration ON/**OFF** (only available if you have an Analog Controller).

BROOMSTICK CONTROL: Switch between **NORMAL** and REVERSE. When using **NORMAL**, pressing the D-Button ↑ will cause the broomstick to fly up, and pressing the D-Button ↓ will cause the broomstick to fly down.

LOOK MODE: Switch between REVERSE or **NORMAL**. When using **NORMAL**, pressing the D-Button ↑ will cause Harry to look up, and pressing it ↓ causes Harry to look down.

SOUND OPTIONS: Choose MONO, **STEREO**, or SURROUND.

CENTER SCREEN: Highlight and press the ✖ button. Use the directional button to adjust the screen then press the ✖ button to set it.

EXIT: Exit the Options screen and return to the Main Menu.

Starting a Game

To Start a New Adventure:

1. Highlight START GAME from the Main Menu, and then press the ✖ button.
2. Now choose START NEW GAME. If you want to save your progress to a memory card, follow the onscreen instructions to create a save (see *Memory Cards* on p. 15).

✦ The next time you start the game, you can continue with your previous adventure, if you saved it, erase your progress and start again, begin a new game without saving or use another slot. Just follow the on-screen instructions.

Game Screen

You start in the entrance hall where you are met by Albus Dumbledore.

ENERGY LEVEL
HARRY
TO PAUSE THE GAME AND VIEW DETAILS, PRESS THE **START** BUTTON
ITEMS YOU'VE PICKED UP ARE DISPLAYED HERE
TO COMPLETE AN ACTION OR TALK TO THE PEOPLE YOU MEET, PRESS THE ■ BUTTON
TO ROTATE THE CAMERA, PRESS **L2** OR **R2**

Items and Obstacles

BERTIE BOTT'S EVERY FLAVOR BEANS™

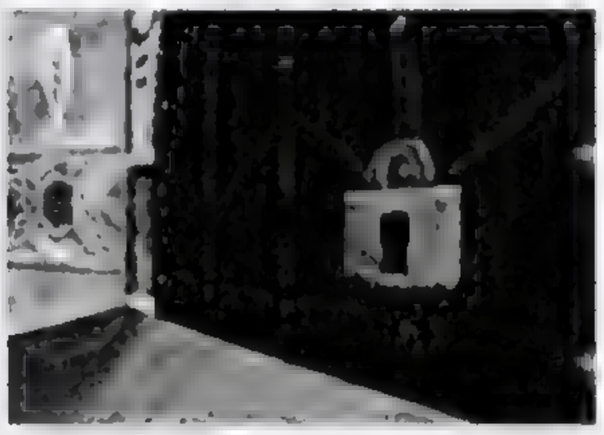
You'll notice these rather strange sweets all around the castle and grounds. Pick them up and you'll soon find that they are an important currency.

CHOCOLATE FROGS™

Pick up Chocolate Frogs for a boost to your stamina.

LOCKED DOORS

You cannot open locked doors until you've completed certain tasks or found the proper key. Powerful magic locks restrict your access to certain areas of the castle. The staff has closed off these areas for student safety, but you may be able to find a way in.



JUMPING AND CLIMBING

To explore Hogwarts properly, you may need to leap over great chasms or climb over obstacles.

✦ Only certain obstacles can be climbed or jumped.

To Jump: When you run up to a gap, you'll jump automatically and your momentum should carry you over the gap.

To Climb: Walk up to an object or obstacle and press forward. You'll climb up or over.

Status Screen

You can access the Status screen at any time to pause your game, to adjust options or to quit and return to the Main Menu.

■ To pause your adventure, press the **START** button.

✦ In addition, you can get a quick status update and see how many beans, Famous Witches and Wizards cards, and house points you have so far won or found.

OPTIONS: See *Options* screen on p. 8.

CONTINUE: Return to the game.

QUIT GAME: Select to finish your current adventure, then select YES to confirm.

NOTE: If you quit, all progress will be lost since the last point at which you saved the game.

Famous Witches and Wizards Cards

Famous Witches and Wizards cards are collectibles that you find throughout your adventure. If you collect them all and win enough house points (see *House Points* on p. 13), you will be in for a great surprise.

Viewing Your Card Collection

Upon finding a card you automatically get an opportunity to view your Famous Witches and Wizards card collection book. If you want to look at your collection at other times, you can proceed to Gryffindor™ Tower, approach the Wizard Card Book, and then press the ■ button.

House Points

As a member of Gryffindor house, you can earn house points in lessons and throughout your adventure. Collect enough house points and all the Famous Witches and Wizards cards, and you'll have a great surprise in store.

At certain times you will be able to see how you're doing when the house point hourglasses appear. If any of the hourglasses have more sand in them, you're in trouble. You'll need to turn things around to have a chance to win the House Cup for Gryffindor.

Saving and Loading

You can save game data or settings with the use of a memory card.

NOTE: Never insert or remove a memory card when loading or saving files.

To Load a Saved Game or Settings, select START GAME from the Main Menu. From the Load Game screen, press the D-button to highlight the game you want to continue. Then press the ✖ button.

✦ To erase a saved game and start a new game, press the D-button to highlight the game, then press the ● button.

To Save a Game or Settings, find the Red Sparkling Save Game book (there's one in Gryffindor Tower) and press the ■ button. At the Save Game screen, press the D-button to highlight a game and press the ✖ button to save it.

✦ To return to the game without saving, press the ▲ button.

Memory Cards

There's so much to explore at Hogwarts, it's difficult to see and do it all in one sitting. Therefore, to get the most out of *Harry Potter and the Sorcerer's Stone*, we recommend that you use a memory card to save your progress.

- ✦ The first time you play, a save game block is created on your memory card. If your memory card is new, it will need to be formatted. Follow the on-screen instructions to do this.

Playing Without a Memory Card

If you do not have a memory card inserted, a warning screen appears. You do not need a memory card to play. However, if you continue without a memory card inserted, you cannot save your progress.

Credits

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